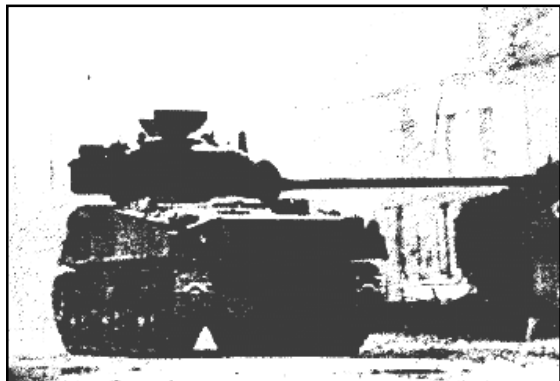


ATS TAC 37 Chestnuts! Hot Chestnuts! – ATS Conversion 05/22/2006



BURON, FRANCE, July 8, 1944: Around Caen, the allied artillery and air force held the bulk of the German forces, but taking Caen was asking for more important measures. For this purpose, Operation Charnwood, with the participation of 3 infantry divisions, 2 armored brigades and the specialized armored vehicles of the 79th Armored Division was launched. The Canadians from the Highland Light Infantry were ordered to take Buron, which was a keypoint to the German defenses, along with the Ardenne abbey. The SS from the Hitlerjugend Division, entrenched behind minefields and anti-tank ditches, guarded the village. At 0730, encouraged by Sergeant Kelly's bagpipes, Colonel Griffiths's troops, supported by some Shermans, assaulted the village. With good support from the artillery of the 6th Field Regiment RCA, the Canadians advanced quickly. But when they reached the AT-Ditch, the German defense hardened. Inside Buron, intense fights developed and the Germans defended each building with a desperate energy. Some SS committed suicide rather than surrender. A few tanks of the 12 SS-Pz-Rgt, coming from the Ardenne abbey, attempted a last counterattack. Despite all the German efforts, Buron was taken, at the cost of heavy Canadian casualties. Their sacrifice (Company C from HLI lost the half of its effectiveness, Company B 2/3 and Company C 1/3) was not in vain, since on July 9 th the Allies victoriously entered Caen. ASL Design: Frédéric Deglaire '92



Elements of 3rd Batt., 25th Pz Gren Reg, 12th SS Pz Div: set up first on/south of hexrow H

3rd platoon of 3rd Batt, 25th Pz Gren Reg enter on turn 4 along the southern edge.

HAT Pak 40	AT Trench	7 5 8	1 1 7	MMG MG42	MMG MG34	LMG MG34	LAT Pf	LAT Psk	Pz VG
2	8	8	3	1	1	4	4	2	3



Elements of Highland Light Infantry of Canada enter on/after turn 1 along the northern edge

6 5 8	5 5 7	1 1 8	1 1 7 SSR 9	MMG Vickers	LMG Bren	LAT Piat	LMtr
12	6	1	5	2	5	5	4

Elements of 27th Armored Reg, 2nd Canadian Armored Brigade enter on/after turn 1 along the northern edge.

Sherman VC	M4A4
2	6

Elements of 30th Armored Brigade and 1st Assault Brigade, Royal Engineers, 79th Armored Div enter on/after turn 1 along the northern edge.

M4A4	Crocodile
2	1

VICTORY CONDITIONS

Canadians win at game end if they control all buildings/rubble on board 12 on/between hexrows M and V.

SPECIAL SCENARIO RULES

1. Spotting conditions are Average.
2. One German squad-equivalent may set up Hidden Setup, along with and leader & L or M weapon that sets up with it.
3. Before setup, the Germans may place 8 Rubble counters in building hexes, or adjacent to Rubbled Building hexes.
4. The Germans may place AP Minefield counters with a total density of 15.
5. The Germans may place AT Minefield counters with a total density of 8.
6. Canadians have access to 80mm OBA battery, the FO is hidden just off board along the North edge at +20 level.
7. The Germans have one elite tank commander
8. The Canadian's have one elite tank commander with the 27th Armored Reg
9. Mark one Canadian 117 with courage
10. The required data cards and markers are at the ATS on The Table website

BALANCE

- ⊞ Delete a turn.
- ⊙ Add a turn.

ATS on The Table - <http://www3.telus.net/public/larsent/>

TURN RECORD MARKER

1	2	3	4	5
6	7	8	9	

MAP LAYOUT



4	12	17